

DIFFICULTY		EXECUTION		
STUNTS	STANDARD <input type="checkbox"/> Basket with Straight Ride <input type="checkbox"/> Double Base Full Up to Prep <input type="checkbox"/> Full Up to Prep Two Feet/Single Leg <input type="checkbox"/> Half Up to Prep/Extended <input type="checkbox"/> Non-Release Full Up Prep/Extended <input type="checkbox"/> Prep Level Single Leg (all body positions) <input type="checkbox"/> Single Base Skills Single Leg Prep <input type="checkbox"/> Single Base Skills Two Foot Prep <input type="checkbox"/> Straight up to Single Leg (from ground or prep, all body positions) <input type="checkbox"/> Switch Up to Prep <input type="checkbox"/> Two Foot Extension <input type="checkbox"/> Two Foot Prep Level <div style="text-align: right; font-size: small;">3+ Checks = 4 pts. 2 Checks = 3 pts. 1 Check = 2 pts.</div>	<i>All categories are based on MAJORITY</i> <small>(Majority = 50% or more of the team)</small> Total Team Members = <input type="text"/> Majority = <input type="text"/> Group Stunts = <input type="text"/> Single Base Stunts = <input type="text"/> ELITE Pyramid Majority (if needed) = <input type="text"/>		
	SUPERIOR <input type="checkbox"/> Basket with one or more skills <input type="checkbox"/> Full Release Inversion to Prep <input type="checkbox"/> Full Release Shoulder Inversion to Extended <input type="checkbox"/> Full Up to Extended Two Feet <input type="checkbox"/> Full Up to Lib <input type="checkbox"/> Half Up Switch Up <input type="checkbox"/> High to High Lib <input type="checkbox"/> Prep Full Around to Prep <input type="checkbox"/> Prep to Extended Full Around Two Feet <input type="checkbox"/> Single Base Two Feet Extended <input type="checkbox"/> Switch Up Extended Single Leg (all body positions) <div style="text-align: right; font-size: small;">3+ Checks = 7 pts. 2 Checks = 6 pts. 1 Check = 5 pts.</div>			
	ELITE <input type="checkbox"/> Continuous Tick Series (two or more with variety) ends at extended <input type="checkbox"/> Double Up to Extended <input type="checkbox"/> Full Release Inversion from Ground to Extension <input type="checkbox"/> Full Release Inversion with Rotation <input type="checkbox"/> Full Up to Single Leg Extended (with immediate body position) <input type="checkbox"/> Full Up Switch Up Extended <input type="checkbox"/> Hand in Hand to Extended <input type="checkbox"/> High to High Full Around Extended <input type="checkbox"/> High to High Tick (with body position) <input type="checkbox"/> 1 ½ Full Up to Extended <input type="checkbox"/> Prep to Extended Full Around Single Leg (all body positions) <input type="checkbox"/> Single Base Skills Single Leg Extended <input type="checkbox"/> Tick Full Around <div style="text-align: right; font-size: small;">3+ Checks = 10 pts. 2 Checks = 9 pts. 1 Check = 8 pts.</div>	10	15	25
COMMENTS				
PYRAMIDS <small>total majority still applies</small>	STANDARD = 1 pt. <input type="checkbox"/> Braced structure(s) with or without level change or transitions.	PERFECTION OF SKILL ✓+ Denotes Superior Performance ✓- Denotes Improvement Needed ✓+ ✓- <input type="checkbox"/> <input type="checkbox"/> Clean Transitions <input type="checkbox"/> <input type="checkbox"/> Incorporation of Co-Ed Skills (if applicable) <input type="checkbox"/> <input type="checkbox"/> Proper Technique <input type="checkbox"/> <input type="checkbox"/> Spacing <input type="checkbox"/> <input type="checkbox"/> Synchronization		
	SUPERIOR = 3 pts. <input type="checkbox"/> Two or more transitions and structures from Superior Stunt box, with less than 50% of group stunt majority top girls involved in superior skills or transitions. (example: Majority group stunt number is 4, uses less than 3 groups involved)			
	ELITE = 5 pts. ELITE Pyramid Majority (if needed) = <input type="text"/> <input type="checkbox"/> Two or more elite transitions and elite structures with variety from Elite Stunt box, using more than 50% of group stunt majority top girls involved in elite skills or transitions. (example: Majority group stunt number is 4 = 3 groups involved)	5	10	15
COMMENTS				

OVERALL	OVERALL IMPRESSION OF STUNTS & PYRAMIDS		
	Routine goes above and beyond <i>(Examples, but not limited too: Visuals, Transitions, Dismounts, Variety, Using whole team of stunt groups vs majority, Whole team executing same difficulty, Use of Co-Ed Skills in Co-Ed Category, Executes more skills than minimum required to max out difficulty score.)</i>		
	COMMENTS		
Judge's Signature	<input type="checkbox"/>		5
Tabulator(s)	<input type="checkbox"/>	SUB SCORE	

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